The below listing of claims replaces all prior versions and listings of claims.

1.   (currently amended) A method performed in a gambling game comprising:

displaying an array of symbols in a base game at symbol positions having at least one row and a plurality of columns;

detecting a trigger event that enables a bonus feature;

converting a plurality of the symbols displayed to a plurality of displayed award values located at the symbol positions such that a player sees all the award values;

randomly selecting, by a computer, at least one of the values from the displayed award values but not all of the displayed award values; and

awarding a player a bonus award based on the randomly selected at least one of the values,

wherein detecting a trigger event comprises detecting one or more special symbols displayed in the base game, wherein randomly selecting at least one of the values comprises changing values in a column in which a special symbol is located, and wherein awarding a player a bonus award comprises awarding a player a bonus award based on a value appearing in the position of the special symbol after the values have stopped changing.

2.   (previously presented) The method of Claim 1 wherein the randomly selected at least one of the values comprises a credit value.

3.   (original) The method of Claim 1 wherein detecting a trigger event comprises detecting one or more certain symbols displayed in the base game.

4.   (original) The method of Claim 1 wherein detecting a trigger event comprises detecting a special symbol combination displayed in the base game.

5.   (original) The method of Claim 1 wherein randomly selecting at least one of the values comprises randomly selecting a value at an intersection of a row and column of symbol positions.

6.   (original) The method of Claim 1 further comprising multiplying the randomly selected value by a multiplier.

7.   (original) The method of Claim 1 further comprising randomly selecting a multiplier value and multiplying the randomly selected value by the multiplier value.

8.   (currently amended) The method of Claim 1 wherein ~~detecting a trigger event comprises detecting the display of one or more special symbols in the base game, and wherein~~ randomly selecting at least one of the values comprises receiving a signal from a player identifying a special symbol displayed in the base game, the identified special symbol then identifying one of the values as the randomly selected value.

9.   (currently amended) ~~The method of Claim 8~~ A method performed in a gambling game comprising:

displaying an array of symbols in a base game at symbol positions having at least one row and a plurality of columns;

detecting a trigger event that enables a bonus feature;

converting a plurality of the symbols displayed to a plurality of displayed award values located at the symbol positions such that a player sees all the award values;

randomly selecting, by a computer, at least one of the values from the displayed award values but not all of the displayed award values; and

awarding a player a bonus award based on the randomly selected at least one of the values,

wherein detecting a trigger event comprises detecting the display of one or more special symbols in the base game, and wherein randomly selecting at least one of the values comprises receiving a signal from a player identifying a special symbol

Patent Law Group
LLP
2635 North First St.
Suite 223
San Jose, CA 95134
(408) 382-0480
FAX (408) 382-0481

displayed in the base game, the identified special symbol then identifying one of the values as the randomly selected value,

wherein the identified special symbol moves to a symbol position displaying a value to indicate that the value has been selected.

10.   (currently amended) The method of Claim 8 9 wherein detecting a trigger event comprises detecting a certain combination of special symbols.

11.   (currently amended) The method of Claim 8 9 wherein receiving a signal from a player identifying a special symbol comprises receiving a signal from a touch screen identifying one special symbol touched by a player via the touch screen.

12.   (currently amended) The method of Claim 1 16 wherein detecting a trigger event comprises detecting one or more special symbols displayed in the base game, wherein randomly selecting at least one of the values comprises changing values in a column in which a special symbol is located, and wherein awarding a player a bonus award comprises awarding a player a bonus award based on a value appearing in the position of the special symbol after the values have stopped changing.

13.   (currently amended) The method of Claim 12 1 wherein randomly changing values in a column comprises creating an appearance of a reel spinning and stopping, where values on the reel are values in a column in which the special symbol is located.

14.   (original) The method of Claim 1 further comprising detecting a multiplier selected by the player, and multiplying a randomly selected value by the multiplier.

15.   (original) The method of Claim 14 further comprising displaying to the player a plurality of hidden multipliers and detecting that one of the hidden multipliers has been selected by the player.

16.   (currently amended) The method of Claim 15 A method performed in a gambling game comprising:

displaying an array of symbols in a base game at symbol positions having at least one row and a plurality of columns;

Patent Law Group
LLP
2635 North First St.
Suite 223
San Jose, CA 95134
(408) 382-0480
FAX (408) 382-0481

detecting a trigger event that enables a bonus feature;

converting a plurality of the symbols displayed to a plurality of displayed award values located at the symbol positions such that a player sees all the award values;

randomly selecting, by a computer, at least one of the values from the displayed award values but not all of the displayed award values;

~~further comprising~~ displaying icons representing ~~the~~ hidden multipliers, where the player selects one of the multipliers;

detecting that one of the hidden multipliers has been selected by the player; and

awarding a player a bonus award based on the randomly selected at least one of the values multiplied by the multiplier selected by the player.

17.   (original) The method of Claim 16 wherein the icons are displayed in a center portion of the symbol positions.

18.   (original) The method of Claim 1 wherein randomly selecting at least one of the values comprises displaying one or more pointers in a column of symbol positions, where at least one of the one or more pointers points to a symbol position in a next column to select at least one of the values displayed in the next column, wherein awarding a player a bonus comprises awarding the player a value pointed to by a pointer.

19.   (original) The method of Claim 18 wherein, once a value in a next column has been pointed to by a pointer, the values in that next column are converted into pointers for selecting a value in an adjacent column.

20.   (original) The method of Claim 19 further comprising multiplying accumulated bonus awards by a multiplier selected by a pointer.

21.   (cancelled)

22.   (currently amended) A gaming device comprising:

Patent Law Group
LLP
2635 North First St.
Suite 223
San Jose, CA 95134
(408) 382-0480
FAX (408) 382-0481

a display for displaying an array of symbols in a base game at symbol positions having at least one row and a plurality of columns; and

at least one processor programmed for:

detecting a trigger event that enables a bonus feature;

converting a plurality of the symbols displayed to a plurality of displayed award values located at the symbol positions such that a player sees all the award values;

randomly selecting, by the at least one processor, at least one of the values from the displayed award values but not all of the displayed award values; and

awarding a player a bonus award based on the randomly selected at least one of the values,

wherein detecting a trigger event comprises detecting one or more special symbols displayed in the base game, wherein randomly selecting at least one of the values comprises changing values in a column in which a special symbol is located, and wherein awarding a player a bonus award comprises awarding a player a bonus award based on a value appearing in the position of the special symbol after the values have stopped changing.

23. (previously presented) The device of Claim 22 wherein the randomly selected at least one of the values comprises a credit value.

24. (cancelled)

25. (original) The device of Claim 22 wherein detecting a trigger event comprises detecting a special symbol combination displayed in the base game.

26. (original) The device of Claim 22 wherein the at least one processor is further programmed for randomly selecting a multiplier value and multiplying the randomly selected value by the multiplier value.

27. (cancelled)